



# AIRLINE TYCOON EVOLUTION

E-mail: [Support@montecristogames.com](mailto:Support@montecristogames.com)

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- Do not sit too close to the screen; position yourself with the linking cable at full stretch.
- Play video games preferably on a small screen.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for 10-15 minutes per hour while playing video games.

*The story, companies and players are entirely fictitious. Any similarities to reality are purely coincidental and unintentional.*

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42, rue des Jeûneurs  
75002 Paris  
France  
Tel: +33 1 40 39 11 11  
Fax : +33 1 40 39 00 10  
Internet : [www.montecristogames.com](http://www.montecristogames.com)

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# Welcome to Airline Tycoon Evolution

Congratulations on purchasing *Airline Tycoon Evolution*. We hope you will have many hours of fun with it on your computer.

Airline Tycoon is an economic simulation that you should not take too seriously and that does not claim to be realistic. Our aim was to create a simulation that, most of all, is great fun and that you do not need to rack your brain over too much.

This may sound like an easy job; however, if you think Airline Tycoon is a walkover, you are wrong! You need to keep a close eye on all details, choose orders carefully, plan routes correctly, employ staff, keep an eye on your shares, set up branches and lots more. And on top of all that you have to make a profit, if not be the best.

Airline Tycoon is unique in many details. The game runs in real-time and, at the same time, it is organised in rounds. In the real-time part you have to be ready at 9 o'clock in the morning and you then have to manage your airline (hopefully successfully) until 6 o'clock in the evening. You finish work at 6 o'clock and can lean back in a comfortable armchair in front of the TV, and hope you did everything right so that you still own an airline the next morning. Of course, you can work as much as you want, since you are your own boss. Watch out, though - the competition is not sleeping but always snapping at your heels...



# Chapter 1 Installation

Insert the Airline Tycoon CD into your CD-ROM drive. The installation will start automatically, if the auto-run facility for Windows® is enabled, otherwise you will have to run the file setup.exe on the Airline Tycoon CD manually.

Once Airline Tycoon is installed, you can run the game using the "Start" button, otherwise click on the "Install" button and follow the instructions on screen.

If you have created a program group during installation, then you can run Airline Tycoon either by clicking on the shortcut on your Windows desktop, or by selecting it from the Start menu: Airline Tycoon. If you have not created a program group, then you can start Airline Tycoon by running the file at.exe in the installation folder (either on your hard disk or on the CD-ROM, depending on the type of installation).

## Installation of DirectX

DirectX is a runtime environment developed by Microsoft for Windows games. Airline Tycoon cannot be played without DirectX 6.1 (or higher).

During the installation the program checks whether you need to update or install DirectX. Should you be prompted to do so, we strongly recommend that you choose to install DirectX. Later versions of DirectX will not be overwritten.



# The characters Chapter 2

Each of the four players in Airline Tycoon has their own features. These are important in enabling you to assign counters, offices and other elements to the four players and their airlines.

Each player also has their own characteristics. These show in different strategies and actions used to win the game. However, none of the four players has a technical advantage that would make it easier to become an Airline Tycoon.

*Tip:* 

*It may be important which of the four players you select: just take over the player of your greatest adversary, then he will not be a threat to your success.*

## Features

**Figure: Airline Name Abbr. Colour**

	<b>Sunshine Airways</b>	<b>SA</b>	<b>Blue</b>
	<b>Falcon Lines</b>	<b>FL</b>	<b>Green</b>
	<b>Phoenix Travel</b>	<b>PT</b>	<b>Red</b>
	<b>Honey Airlines</b>	<b>HA</b>	<b>Yellow</b>

## Moving Around the Game

Moving around the game is very intuitive in Airline Tycoon. To move a player at the airport, just click on the appropriate place on the ground. The player walks to the desired position with a single click and runs if you double-click. If you want to access a room, then click on the appropriate door at the airport. The player will enter the room as soon as he or she has reached the door.



*In the example you can recognise the office of Falcon Lines by the Logo beside the door and the very individual lighting*

As soon as you move the mouse to the left or right edge of the screen the mouse cursor will change to an arrow, and you can scroll through the airport. If you click on the left mouse button at the same time, you will scroll even faster. Clicking on the right mouse button will bring the player back on the screen. No need to look for him!

# Chapter 2 The characters

Moving around in rooms and using items is just as easy. As soon as you move the mouse over an interactive item, person or selection text, the cursor will be surrounded by a green line. Text will also be highlighted, as soon as you can select it.

## Keyboard

In Airline Tycoon some functions can be accessed directly using the keyboard. This will make playing much easier when the game has reached an advanced stage.

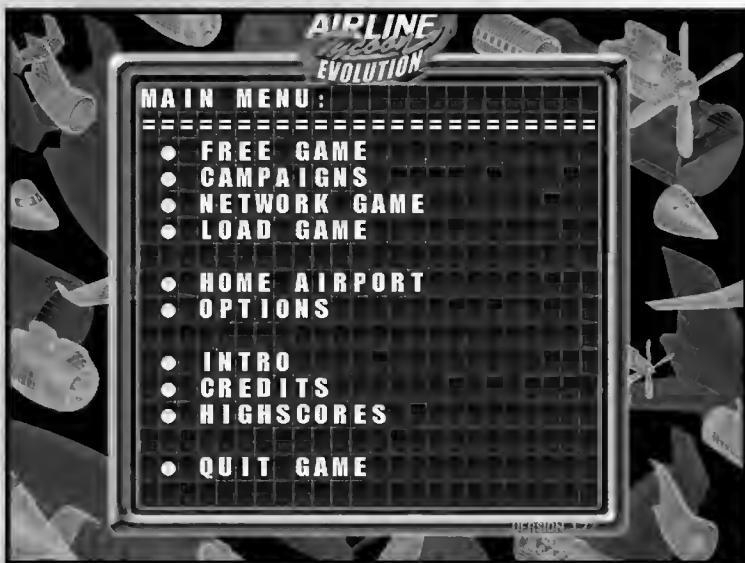
<b>A</b>	Player goes to Petrol Air
<b>O</b>	Player goes to his <b>Office</b>
<b>C</b>	Player goes to Rick's <b>Café</b>
<b>D</b>	Player goes to the <b>Duty-Free Shop</b>
<b>W</b>	Player goes to the advertising agency
<b>E</b>	Player goes to the plane <b>dealer</b>
<b>G</b>	Player goes to the <b>Globe</b> (filofax)
<b>H</b>	Player goes to the cargo office
<b>K</b>	Player goes to the newspaper stand
<b>B</b>	Player goes to the <b>Bank</b>
<b>L</b>	Player goes to the <b>Last Minute</b> counter
<b>M</b>	Player goes to the <b>museum</b>
<b>N</b>	Player goes to the <b>Nasa-Shop</b> (not available in every mission)
<b>P</b>	Player goes to the <b>Personnel</b> office
<b>R</b>	Player goes to the <b>Route</b> management board
<b>S</b>	Player checks the <b>Score</b> (telescope)
<b>T</b>	Player goes to the <b>Air Travel</b> counter
<b>U</b>	Player goes to Mr <b>Uhrig</b> (airport management)
<b>W</b>	Player goes to the <b>Workshop</b>
<b>Y</b>	Player goes to the <b>Security</b> Office
<b>X</b>	Player goes to the <b>HiTech Design</b> Shop
<b>Tab</b> (↹)	Player immediately quits to go home
<b>F1</b>	Call up a tool tip
<b>F2 / Esc.</b>	Display options / Quit game
<b>F3</b>	Load game
<b>F4</b>	Save game
<b>Pause button</b>	Toggle pause on and off
<b>+-</b>	Speed up / slow down game
<b>Space bar</b>	The time count speeds up 20 times when the player runs. Pressing <b>O</b> and then the <b>space bar</b> means that the player is back in his office almost immediately.

*Tip.*

If a button is pressed twice, the player will run rather than walk!

# The first game Chapter 3

When you first start Airline Tycoon, the introduction will be shown, which you can exit at any time by pressing the ESC button or clicking anywhere on the screen. Afterwards, the main menu will be displayed. Before you boldly throw yourself into the first game, you should first choose your home airport.



## Selecting a Home airport

In the main menu, click on the option Home airport. In the following menu you will find all the airports available in Airline Tycoon.

By clicking on the symbols **◀** and **▶** you can browse through all the available airports. Choose the desired airport by clicking on it. In front of the currently selected airport you will see a **⇒**. Click on OK to confirm your choice and return to the main menu.

## Selecting the First Mission

In the main menu, click on the option "New Game". At the beginning you can only play the first mission, "A new job"; all other options are greyed out and cannot be selected.

Click with the mouse on the option "A new job" and then on "Next" to choose the first mission. This will take you to the player selection.

*Tip:*  
You only have to select your home airport once, at the beginning. Airline Tycoon stores all your settings.

# Chapter 3 The first game



Tip:

You can also change the names of your adversaries. A very interesting choice would be your partner or the nice gentleman from the Inland Revenue (a so-called death match), or your favourite neighbour, the one who always mows his lawn at lunch-time...



Belinda



Tip:

If Belinda talks too slowly for you, just click on the speech bubble. She will then just skip to the following text or hide behind the status bar.

## Selecting a Player

In Airline Tycoon you can choose between four different airlines. It is a matter of taste which one you choose. As far as we know, neither the different airlines nor the players have any advantages or disadvantages over one another; however we do not want to exclude the possibility that they might...

Click on an airline to select it. You can change the name of the player by clicking on the default name. You can type in a new name as soon as the green highlight is shown.

After the selection, click on "Start". The game begins...

## The First Day

In the first mission you will be accompanied by Belinda, your assistant. At the beginning Belinda will give you valuable hints and tips. When you do not want any more support from Belinda, just click on the space bar or the  symbol at the bottom right-hand side.

First you need to go to the office of the airport manager, Mr Uhrig, where all players have to report every morning. Mr Uhrig is responsible for the smooth running of the airport and behaves accordingly.

On the first day Mr Uhrig will tell you how you can perform your mission. If you did not pay attention, you should visit him again, or give him a call. However you should not disturb him unnecessarily; Mr Uhrig is a very busy man.

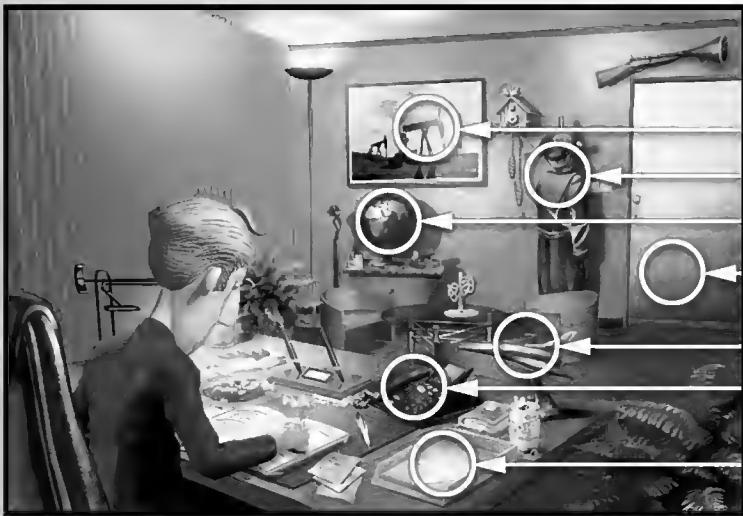
After the conference in the morning, all players go to their offices.

## Your Office, the Most Important Control Centre of All

At the beginning, your office is the most important control centre of your new company. Enjoy the peace, the tasteful interior, the beautiful suede, and the not yet dried-out plant in the corner, because soon you will no longer have the opportunity to look at the interior of your office...

From your office you can look up and create flight plans, equip

To select an option, just click on the appropriate area on the screen.



aeroplanes, manage the kerosene supply, make phone calls, read your post and, of course, decide when to finish work.

### The First Mission

In your first mission your task will be to perform five orders. It is not very important how much money you earn or how many people you transport. The only condition is that you have to complete all orders before your competitors, otherwise you have lost the mission.

At the beginning of the first mission you own two aeroplanes, and you have already accepted two orders that you can schedule and operate immediately. First you will need the filofax, in which you have to assign the orders to the planes.

Tip:

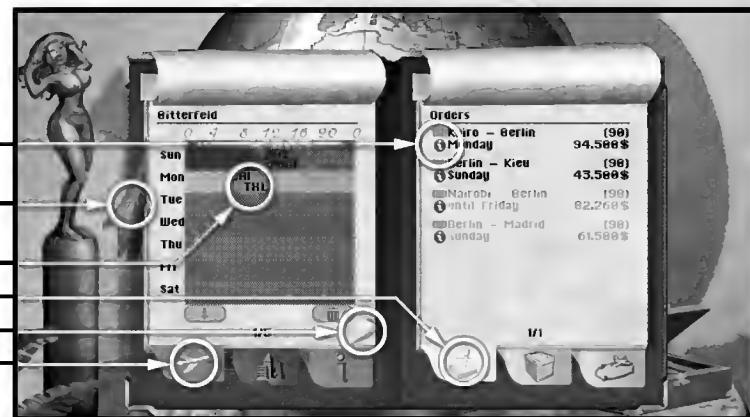
The cursor colour changes when you can select an option...

# Chapter 3 The first game

## Planning the First Orders

You can access the filofax by first clicking on the globe in your office and then on the filofax in the bottom left-hand corner. This chapter explains how to plan orders. Refer to the chapter Filofax / Notebook for a detailed description of the filofax.

Planning orders using the Filofax



In the bottom left-hand corner click on **6**, to display a listing of your planes. Then click on **4** to see a listing of the orders already set up.

On the left-hand side you now have to select a plane which is suitable for at least one of the two pre-arranged orders. A plane is suitable if:

- The plane can transport at least the number of passengers defined in the order
- The range of the plane will enable it to complete the flight without a stopover
- The order can be carried out on time.

The information for each plane can be accessed by first selecting a plane and then clicking on **5**. The information for the orders can be accessed by clicking on **1** (the blue **1**). Clicking on **2** will always take you back to the listings.

As soon as you move the cursor over the list of flights, you can see those time slots highlighted brightly in the left planning window, which will allow you to carry out the order within the set time frame.

# The first game Chapter 3

Now click on one of the orders so that you can see the green order icon on the cursor (3). Move the icon to the planning window on the left-hand side into one of the brightly highlighted areas by clicking on the desired position. You can then move the order to another position until the flight has been fixed. This means you can easily move the order into the correct position. You should plan both orders as early as possible on the same day, if this is feasible, otherwise the competition will win the mission.

Should the order icon have a red border when you put it into its position, then the order is set too late, and unless you change the planning you will have to pay a contract penalty. Correct the planning by clicking on the order icon and putting it into a different position that will allow you to perform the order in time. Whilst the order icon is still on the mouse cursor you can move the order back by right-clicking on it, and subsequently attach it to another plane.

## Observing Departing Flights

Once you have planned your first two orders in the filofax you can see the effects of your planning. Go to the airport hall by clicking on the door in your office.

First you should check if your flights are shown on the airport monitor as you have planned them. To do this, click on any of the monitors in the airport building...

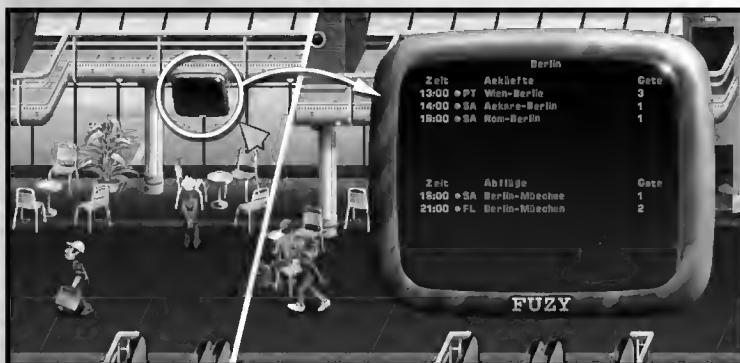
**Hint:**



Flights are closed two hours before their departure. You can recognise a closed flight by the small lock icon.

**Remember:**

If an order is carried out too late or not at all, the set contract penalty is due...



An airport monitor

# Chapter 3 The first game

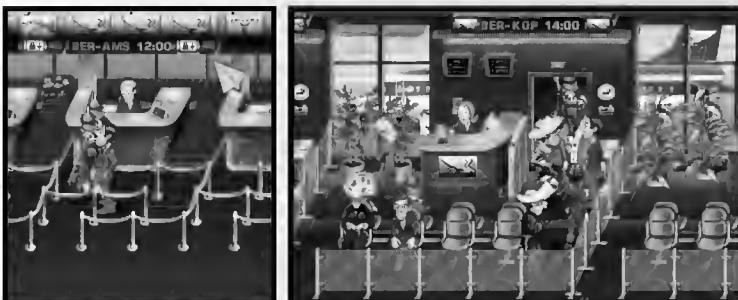
## Tip:

A double-click makes everything so much faster...

The first passengers start to pick up their tickets and check in their luggage...

On the right-hand side: the passengers can board the plane approx. 30 minutes before the departure of the plane.

You should at least see the two flights you planned in the previous chapter with the initials of your airline on the monitor. Should this not be the case, there are three possible reasons for this: you did not plan all orders as described - if so, you should check your filofax again; you have not planned the flights for the first day (the monitor only shows flights that take off the same day); or you went home in-between and the flights have already been carried out.



## Tip:

To speed up the run-time of the game, click on the time in the menu bar at the bottom of the screen. The time will run faster as long as you hold the mouse button down.

In Airline Tycoon, unlike many other economic simulations, you can observe the effects of your planning in full detail. You can see what the passengers do and what they feel. Check the departure time of your first plane. Go to your ticket counter in the area on the left of the airport. The passengers start checking in from up to two hours before the take-off.

When the cursor is close to a person, a thought bubble appears. That is how you know what your passengers and also the competition think. It is also possible to spy on other players.



# The first game! Chapter 3

Once your first passengers have their tickets, you should go to the gate. That is where the passengers will go to await the departure of their plane. Of course, the passengers do not like wasting their time with long waiting times. In the airport you will find shops, a museum and a café to prevent boredom and, amazingly, a toilet which is conveniently situated right beside the cafe. The shops at the airport are busy, because just before going on holiday the passengers still have all their spending money. Even if they do not, there is still the bank...

*Hint:*



*In Airline Tycoon only one player at a time can be in a room.*

## Another Eight Orders...

To complete the first mission you have to perform ten orders. If you do not believe us, just call the airport manager Mr Uhrig. He will certainly confirm this.

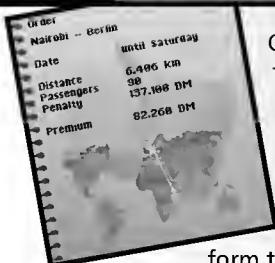
Once you have completed this chapter there will still be three orders missing. You therefore need first to obtain them and then to plan them. There are several ways to obtain an order. The first option is to get them at the Air Travel or the Last Minute counter at your home airport. At the Last Minute counter you will get orders that have to be planned quickly but the reward will be much higher.

Go to the Air Travel or Last Minute counter. To do this, just click on the Air Travel counter and your player will automatically move there. If there is already a player at the counter, you will have to be patient and hope that the competition has not already snapped up all the best orders.

*Air Travel's orders*



# Chapter 3 The first game



Once you are at the counter you will see the orders on the wall. There, it is possible that all orders have been obtained by the competition. In this case you will have to come back later.

Move the cursor over the different orders to display their details. Once you click on an order, you accept it irrevocably. Remember, if you are not able to perform the order as requested, you will have to pay a contract penalty. This means that you cannot collect orders indiscriminately but have to study their details carefully beforehand. Since you only have two planes at the beginning, you have to ensure that you can perform the orders in time.

The second option is to obtain orders through your branches. To do this, just call the branch and ask for available orders.

*Tip:*

*In the personnel office you can employ an order analyst. He will actively assist you in choosing the right orders.*

## What next?

When you have completed the first mission successfully, you should be familiar with the general functions and the aim of *Airline Tycoon*. Your next step should be to find out everything about routes and their function within *Airline Tycoon*. This will enable you to successfully complete the following missions. We therefore strongly recommend that you read the *Routes* chapter.

Planning routes is the most important element of Airline Tycoon. Without routes, you cannot build a successful airline.

In Airline Tycoon a route is the permission for flight between two airports. Unlike orders, routes cannot get lost. As soon as you have attached a route to a plane it will regularly fly this route, unless the plane is prevented from doing so by adverse circumstances. You can also fly the same route with several planes to satisfy demand.

Routes and orders can be planned one week in advance. If you set an order and a route for Tuesday in your flight plan, then the plane will fly on the same route the following Tuesday. The order, however, is terminated as soon as it is completed.

This means it is possible for you to devise a clever flight plan with the help of the routes for each plane, that will repeat itself every week automatically. Then you only have to keep an eye on the demand for each individual route. A plane with only half its seats occupied is hardly profitable.

## Building the network

In Airline Tycoon you can set up a global route network encompassing all airports. All you need for this is the necessary money from the petty cash.

At the beginning of the game you can only licence routes that go from and to your home airport. Once you have licensed a route, you will have to fly at least 10% of its daily demand. However, if for a time your quota is below this value, you will lose the license for this route, and it will take some time to smooth matters over. It is important to remember that only three airlines can fly a route at the same time. The consequences can therefore be fatal if a competitor snaps up a route from under your nose, and prevents your airline from expanding.

To license further routes which are not connected to your home airport, you will have to fly at least 20% of passengers for that route. For example, if your home airport is Berlin and you are flying the route Berlin-New York, then you will have to transport at least 20% of all the people who want to fly from Berlin to New York to be able to license new routes from and to New York.

# Chapter 4 Routes

As a general rule, you will have to transport at least 10% of all people who want to fly on a particular route or you will lose the licence for this route. You will have to transport at least 20% of all passengers to license a route from the target airport to other airports. It is therefore not possible for a player to license a number of routes "just in case", and so block the other players.

## Route Administration

You will find the route administration on the pin board directly next to Mr Uhrig's office (airport management). Click with the cursor on the pin board. As soon as a player reaches it, the view changes.

In the route administration you can not only license new routes or drop routes and gain access to important data but you can also get important information about your competitors and their routes.



### Hint:

*To get information about competitors you have to employ an informer.*

## Information about Routes

When you drag the cursor over the route listing you can see the details for the route in 1.

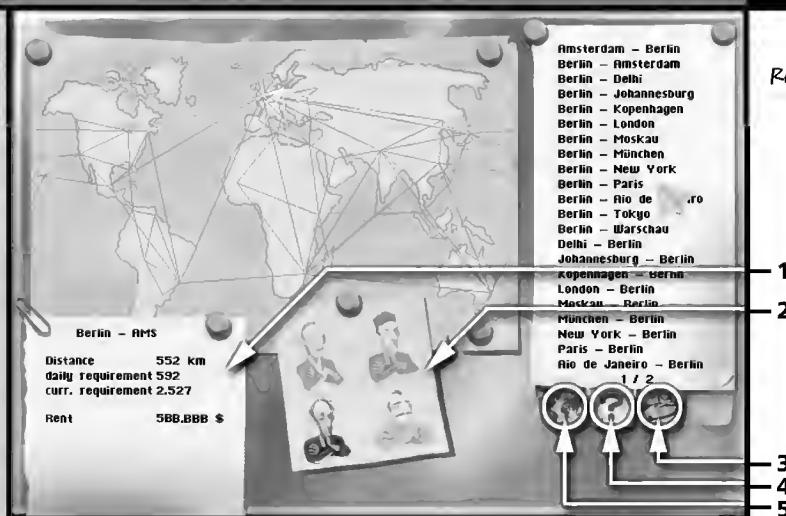
To fly a route, the range of your plane has to be at least as great as the distance of that route.

The value "Daily Demand" shows how many people would like to use this route on average and "Current Demand" shows the number of people that would like to fly currently. An indication that the route is not working to full capacity is when the "Current Demand" is higher than the "Daily Demand".

"Licence Fees" tells you the monthly licensing costs for the route. You will have to pay these even if there are no flights on this route.

The "Capacity" shows you what percentage of the possible passengers would be transported by your airline.

# Routes Chapter 4



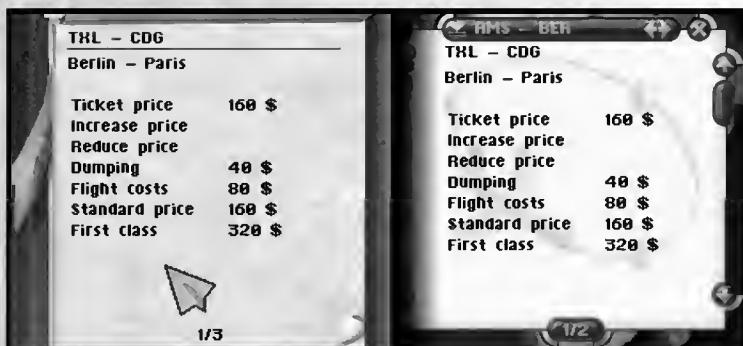
Renting routes:

If you have employed an informer you will get additional information. At the bottom of the information window you can see the airlines that have already licensed this route. Following the name of the airline you can also see the capacity quota for that airline as a percentage. Additionally, you can view the route network of a particular player using **2**.

On the right-hand side of the screen you can list all airlines using **5**. **4** will list all the routes you can actually license and **3** will list the ones you have already licensed. By clicking on a route you can decide whether you want to license or drop this route.

## Ticket Prices

You can change the ticket prices for each route as you like. To do this, display either the filofax or the notebook.



# Chapter 4 Routes

Change to the view showing the route listings and click once on the -icon. Now click on one of the desired options to change the ticket price.

Before you boldly triple the price, remember that the ticket price has a considerable influence on how much your route will be frequented. Additionally, the ticket price will have an influence on the image of your airline. Should you sell a bad service at too high a price, the image will decrease; on the other hand, your image will increase with reasonable ticket prices and good service.

## Dropping Routes

On the second page of the route information listings in the filofax/notebook (see *Ticket Prices*) you can drop a route. To do this, just click on the appropriate text.

Routes can only be cancelled when they are not attached to a plane.

## Important Information

The following information can be found in the same view in the Filofax / Notebook where you can drop routes.

**Image:** Image of the route as a percentage, where 100% is the optimum.

**Rank:** This shows in which order this route has been licensed. If there is a 1, then this route was first licensed by you. This value has an influence on how well the route is operating. If the rank is 3, then two of your competitors have already held the licence to this route, which means it will be more difficult for you than if your airline had been the first to fly this route.

**Demand:** How many people on average are waiting for a flight.

**Capacity (aeroplane):** This value tells you the average capacity of your planes as a percentage. A value of 50% would mean that the planes fly on average with only half capacity; therefore, they could transport more passengers. A value of 100%, however, would mean that all flights are fully booked.



**Capacity (Route):** 100% would mean that all people who want to travel on this route are actually transported. 50% would indicate that only half the people find a seat on a plane, and the other half would therefore probably have to paddle across the ocean in an inflatable dinghy.

**Licence Fees:** Monthly licence fees for the route.

## Passengers and Routes

It is no small task to convince the public to fly with your airline and, at the same time, offer flights that are profitable. Here are a few parameters and conditions that influence the success of your route.

**Image on these routes:** Each route has its own image. You can improve this image with the help of an advertising agency.

**General image:** Additionally, the success of your routes depends on your general image. Your general image is again dependent on several parameters. Ordering a "global image advertising campaign" from the advertising agency is one way of improving it. Additionally, the frequency of breakdowns and the way your staff treats customers are crucial. Therefore, ensure that you service your planes regularly and re-think your salary strategy.

**Ticket price:** This is also a decisive factor in the number of passengers that will fly with your airline on this route. How to modify the ticket price has been described earlier.

**Time:** The time your planes fly a route is also important. If you only offer night flights, then you will not have a great success on this route.

**Frequency:** The frequency of the flights you offer is also of importance. It is more convenient for your passengers if you fly a route regularly rather than only once or twice a week. You would not like the choice of only being able to catch a bus into town twice a week, would you?

**Competition:** Generally, you have to be better than the competition. Always remember: passengers will compare the service, costs, politeness of your staff, and your image with those of the competition, before choosing the airline that offers the most. If it is not you, it will be one of your adversaries.

# Chapter 5 Orders

## Tip:

If you have an order analyst, then he will comment on each order.

The entry "Contract penalty" tells you how much you will have to pay if the order is not completed correctly.

Orders have the advantage that your airline does not need to own routes or branches to perform them. They are therefore especially useful at the beginning to in building your budding airline with little capital.

However, orders are very labour intensive. Once accepted, orders have to be performed within the set time or you will inevitably have to pay a contract penalty.

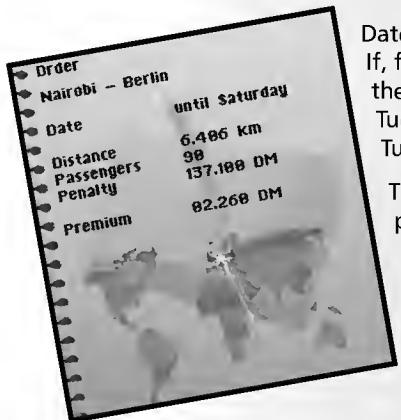
In Airline Tycoon there are two options to obtain new orders. Firstly, you can obtain them from the Air Travel and Last Minute counter in the airport hall. To do this, just go to the counter and select the desired orders.

The second option is to obtain orders through your branches. To do this, just call one of your branches and ask for the available orders. They will gladly help you, since you are the boss!

## Order Data

Take your player to the Air Travel or Last Minute counter. To look up order data (without accepting the order) move the mouse over the offered orders. You will then automatically receive a detailed description of the order.

The first line tells you the route you need to fly.



Date tells you the day the order has to be carried out. If, for example, it says "Tuesday" then you have to fly the order on Tuesday. However, if it says "until Tuesday" then you have to complete the order by Tuesday, 24.00h at the latest.

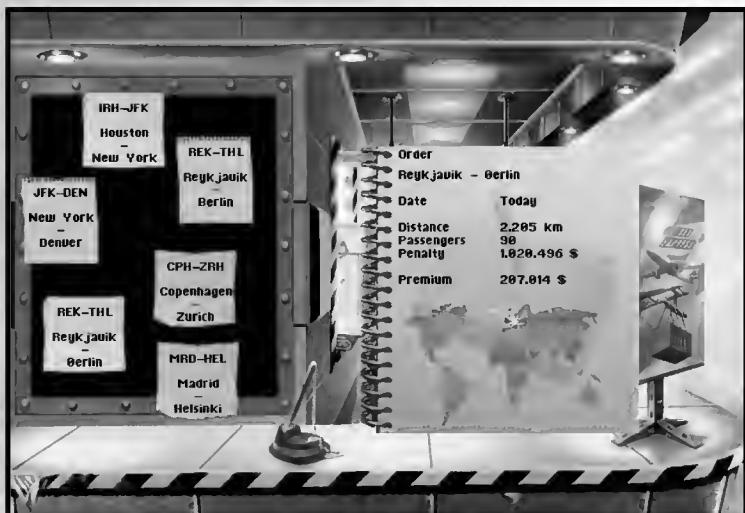
The "Distance" tells you great the range of the plane has to be to fly this order.

Under the heading "Passengers" you will find the number of passengers that have booked this flight. The plane used for this order must be able to transport at least that number of passengers. Orders cannot be distributed over two planes.

# Orders Chapter 5

"Premium" is probably the most important information. You get this amount when the order has been completed in time. However, do not forget the costs for kerosene, personnel and maintenance. Those have to be paid, too...

To accept an order, just click on the appropriate order paper. Be careful: once you have accepted an order you cannot hand it back, and you have to complete it within the set time to get the premium, otherwise you will usually receive a heavy contract penalty. This makes it a futile exercise to accept orders indiscriminately just get your own back on your competitors.



Why not try an order analyst?

## Planning orders

Orders can be planned either from your office using the filofax or from anywhere else using the notebook. Refer to the section about the filofax for further information.

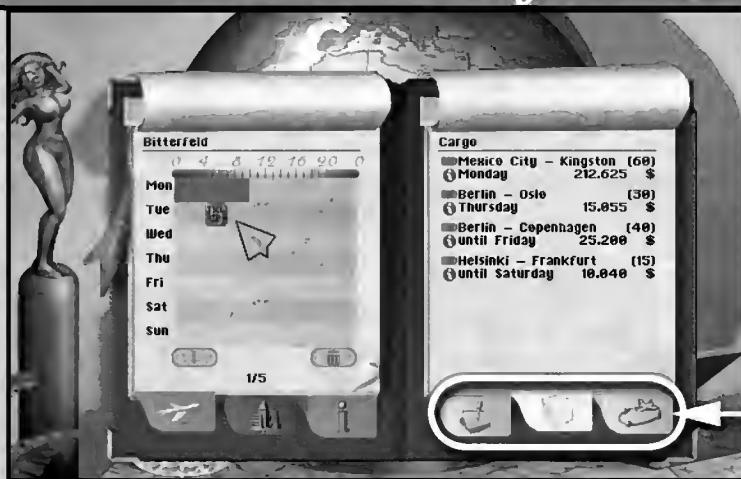
## Chapter 6 Cargo orders

Cargo orders are available from the cargo office on the left perimeter of the airport. The cargo department, managed by Hermann Kranich, is not available on all missions.



To accept a new cargo order, just click on one of the consignment notes **1**. Of course, you should not accept cargo orders indiscriminately, but check carefully beforehand if there is enough capacity available. Customers can get pretty angry if the orders are not completed in time, and there is the threat of a contract penalty.

# Cargo orders Chapter 6



Under 2, you can choose between orders, cargo and routes. The cargo orders are planned in exactly the same way as normal orders and routes. The main difference is that you have to consider the weight of the cargo rather than the number of passengers.



You will find the corresponding information in the technical details of every aeroplane.



# Chapter 7 Filofax / Notebook



## Hint:

Planes are usually named after cities; however, you can change the name to whatever you like...

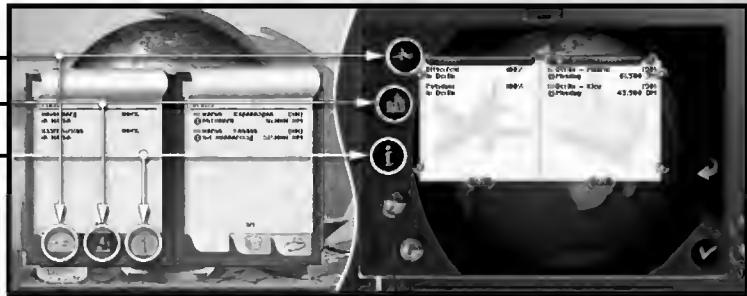
The filofax is probably by far the most important tool for the player. It has the same functions as the notebook. However, it has the unbeatable advantage of enabling you to look up and change your planning from any location. Your portable computer has some additional features.

You can obtain a notebook, once these are in stock again, from the Duty Free shop round the corner. Even if you already have a computer you should occasionally check for later models. Notebooks are usually already out-of-date in the brochure. The manufacturers are constantly improving the performance, especially the battery life...

To use the filofax you have to go to your office and click on the globe. The notebook, however, can be used in any location by activating the appropriate icon in the status bar.

## Filofax / Notebook

- 1
- 2
- 3



## Tip:

With an informer you can find out if the competition has already rented a branch at a particular airport...

Click on 1 to display a listing of your planes. The entry "Darmstadt in Berlin 100%", for example, means that a plane by the name of Darmstadt is currently in Berlin and is in 100% working order. In Airline Tycoon, planes are named after a city at the factory. You can however change the names of planes.

Clicking on 2 displays a list of all the airports. Grey entries mean that you do not yet have a branch at this airport. Entries in black font, however, mean that you already own a branch there. You can display the corresponding information for each airport by moving the mouse over the entries. Clicking on an entry will display further details about the cities.

3 will display important evaluations, if you have employed the appropriate advisor.

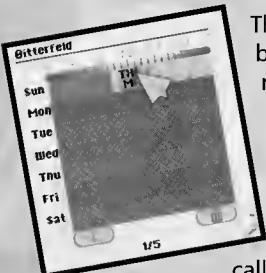
Most of the entries extend over several pages. Use 2 to switch between the pages. 1 will take you to the overview (you can also use the right mouse button to do this).

Additionally, in the notebook you can use 3 to select your planes.

## The Flight Planner

Probably the most important window is the flight planner for planes. There you define when routes are flown and orders are carried out by a plane.

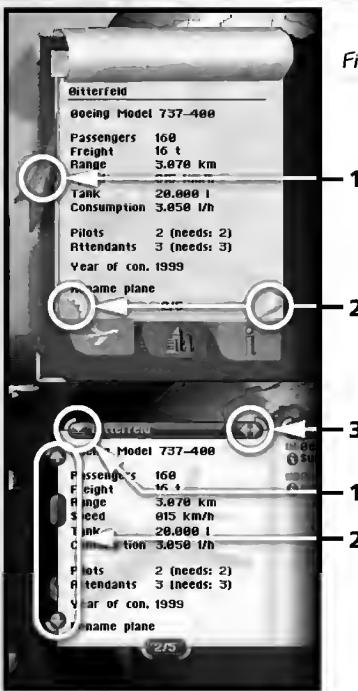
The planning for a plane can be defined for up to seven days ahead; however, this by no means indicates that your planning is for one week only. A set route will be repeated at the same time every week, unless there are unusual occurrences. Orders are only performed once, whereupon they are automatically deleted from the flight planner.



The current day is initially displayed with the grey bar indicating past time. You cannot plan any more orders or routes for this day before 8 o'clock in the evening. (There have to be about two to three hours between the current time and the departure of a plane.)

Routes are shown as blue icons and orders as green icons. Yellow icons stand for automatically set flights which you can only modify indirectly. For example, if your plane is in Munich and you set an order from Berlin to Munich, the plane first has to be transferred empty to Berlin. This means you would have to postpone or delete the order Berlin - Munich to delete the automatic flight.

Filofax / Notebook:



Tip:

You can also set the elements using drag & drop - that is to say, click on an element and then move it with the left mouse button held down to the desired position. Just try it out to see which you prefer...

# Chapter 7 Filofax / Notebook

## Flight Orders, Cargo Orders and Routes:

1  
2  
3  
4



5



6

## Setting up Flight Orders, Cargo Orders and Routes

You can get to the flight plan by clicking on the aeroplane icon **1** and selecting the desired list.

*Tip:*

You can also set the elements using drag & drop: that is to say, clicking on an element and then moving it with the left mouse button held down to the desired position. Just try it out to see which you prefer...

*Hint:*

The flight planner always shows the next seven days...

On the right-hand side you can click either on **2** to display a list of flight orders or on **3** to display a list of cargo orders, or on **4** to display a list of routes.

To set an order or a route, click on the right-hand side with the cursor on the desired entry (not on the blue info icon). A green or blue icon will now be attached to your mouse cursor if you have done this correctly **5**. Set this by clicking on the left-hand side of the flight plan. Done!

Alternatively, when setting routes you can hold the Shift button down, to set the route several times. Remember, routes can be set as many times as you like, orders only once.

Once you have set orders or routes you can always modify or delete them by clicking on the appropriate icon in the flight plan. You can then set the order in the flight plan again in a different position or delete it from the flight plan by right-clicking on it.

You can also move icons directly within the flight plan without the need to pick them up by clicking on the borders **6**. Try the same with the Shift button held down.



This icon allows you to extend an already existing flight plan for a week. This will duplicate the set routes until the weekly plan is complete.



This icon allows you to delete the current flight plan completely. Orders that are already planned will be put back and should be planned anew as soon as possible!

## Notebook vs. Filofax

The notebook has, as previously mentioned, a few unbeatable advantages over the filofax. The biggest advantage: you can look up and modify your flight plans from any location, whereas the filofax can only be used in the office. During the game you will find out to your frustration that there will be days when you have to do without your office!

A second advantage is that you can open several windows at the same time. This enables you to open the flight plans for several planes at the same time and to move orders/routes directly from one flight plan to another.

You will also find that the navigational elements are more practical. Information can be called up much more quickly than in the filofax. And, as you know, time is money.

Sometimes the route display on the rotating globe is very useful, too. In the notebook you have two multi-function buttons for this. Each of the buttons is divided into four coloured areas, each area corresponding to a player. At the beginning you can only use your own buttons. However, as soon as you have employed informers, you can select the other buttons, too, and thereby find out vital information about the competition.



You can use the top multi-function button to display planes on the globe. Any plane can then be displayed in its current position, even if it is flying. If it is one of your planes, you can click on it to display the corresponding planning window.



With this button you can also display routes (your own and those of your competitors) on the globe. By clicking several times you can toggle between short and long routes.

# Chapter 8 Branches



One of the purposes of branches lies in improving how well your airline is known. The more people that know your airline, the more will fly with it. Branches are however no substitute for good advertising. A good strategy is to run an advertisement on a regular basis, and constantly expand your branch network.

Another reason for founding branches is that you can obtain orders from them. This means you do not have to rely on the few orders that you can snap up at your home airport. In addition, if you have a mobile phone, you can save yourself a lot of running around (well, this might not make your fitness trainer very happy, but you cannot please everyone!).

**Hint:**

*We cannot guarantee the accuracy of the weather report!*

To receive orders from your branches, you just have to give them a quick call. Since you are the boss, you will receive the desired information immediately, and you can plan it without delay in your filofax or notebook.

You can also find out about the weather conditions at your branches. This option is especially useful if you plan to go on holiday in that particular country and want to know if the weather is as you anticipated it.

## Renting new branches

New branches are on offer beside Mr Uhrig in the airport management office. Go to Mr Uhrig's office and click on the pin board on the back wall. If you want to rent one of the branches, just click on the corresponding note.

**Hint:**

*At every airport only three players can rent a branch at the same time, so one always misses out!*

However, this does not yet mean that you have rented the branch: you have only put an offer in for it. Mr Uhrig will decide after 6 o'clock in the evening whose offer he will accept, and who will therefore get the branch. Until then, each player can put in as many offers as they like to outbid previous offers.

Branches are not necessarily always on offer. You are therefore advised to check availability regularly, as the competition does not sleep.

Compared to other businesses (for example, game studios), personnel costs are not the number one costs for an airline. Aeroplanes are very expensive and are the main costs. Despite this you need to be very careful with your staff. For one thing, mistakes caused by incompetent employees can be very expensive, and for another, there are (fortunately) not yet any planes that can fly by themselves.

In Airline Tycoon you will have to manage three different personnel groups: advisors, pilots and flight attendants.

*Tip:*

*You should not only take the scale of the salaries into account! Qualification plays an important role, too...*

## Advisors

You can employ advisors in the personnel office to give you valuable support. Advisors usually receive a very good salary; in exchange you will receive very important information which is well worth the money. If possible, you should spend money on as many advisors as you can afford, as they are a great help in many areas.

In Airline Tycoon there are two types of advisors. The active consultant appears at the bottom right-hand corner and will give you important information at the right moment. For example, the order advisor will always appear when the cursor is over an order. A passive consultant, however, works in the background and actively supports you there. For example, the financial advisor ensures that you get better interest rates at the bank.

There are advisors for personnel, oil prices, planes, routes, orders, finances, security, fitness and information. None of these advisors is essential but they will make your life a lot easier.

### You can employ the following advisors in Airline Tycoon:

#### Personnel advisor

He will give you his very valued opinion on applicants as soon as you look at job applications in the personnel office. You should be terribly careful who you employ: wrong information from incompetent advisors could mean the ruin of your business!



# Chapter 9 Staff

## **Informer**

A good informer will supply you with detailed information about your dear competition in many places. Using the notebook you can look up the complete route network including that of your competitors' planes. Route administration (the pin board beside the entrance to Mr Uhrig) will even give you detailed information about the routes of your competitors, just as if they were your own. And that is not all: the informer will supply you with important information in many other instances. So you can see, not having an informer is very short-sighted!

## **Kerosene advisor**

There are only two ways to test the quality of fuel: taste it yourself (not too much please, it is addictive), or employ an advisor for this unpleasant task. He will help you buy the right kerosene at Petrol Air and warns you if the quality is inadequate. You should not underestimate this help - bad fuel is often the cause of plane breakdowns.

## **Plane analyst**

Buying second-hand planes is a very delicate matter. The sums involved are huge. We therefore recommend that you employ a plane analyst before you visit the museum. He will help you make the right choice.

## **Route advisor**

The route consultant supplies you with useful advice about routes. Simply go to route administration and move the mouse cursor over the different routes.

## **Order advisor**

He will help you to choose the most profitable orders at the Last Minute and AirTravel counter. Always remember: the penalties you have to pay for failure are very high...

## **Financial advisor (passive)**

The financial advisor will chivvy your bank along so you get the best interest rates. This, of course, depends on you selecting a good financial advisor, which in turn depends on your choice of personnel advisor. Additionally, he will provide you with comments on your financial situation.



## Security manager (passive)

The prices you negotiate will improve as soon as you employ a security manager. How does he do it? Well, security consultants are nothing but bodyguards and therefore are very good at "impressing" your importance on the people you negotiate with.

## Fitness trainer (passive)

You should keep an eye on your shape and employ a fitness consultant. This does not just have the advantage that you will live (survive) a little longer, but also means that you can move faster. Just try it...

## Pilots and Flight Personnel

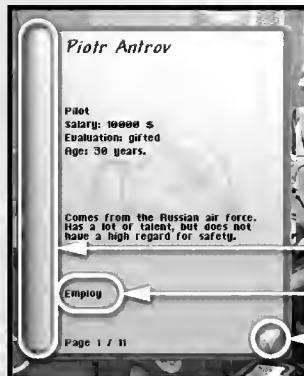
Depending on the mission you play, you will own planes at the start of the game. These are sufficiently manned with pilots and flight personnel; however, as soon as you have earned the necessary small change and acquired some new planes you will have to recruit more pilots and flight personnel.

## Employing staff

To employ staff, just go to Mrs. Selig at the personnel office. Ask her to show you the folder of applications. In these folders, Mrs. Selig collects all incoming job applications. (It took a long time to teach her how to do this. She is not very orderly by nature.)

Click on **3** to browse to the next page. Click on **1** to go back to the previous page. If you like an application, then you can click on the text "Employ" **2** to employ the applicant. Mrs. Selig will stamp the selected application.

Your first, highly official act should be to employ a personnel advisor who will help you to choose suitable personnel in future. Of course, the question of who will help you to employ the personnel advisor will immediately present itself. To be blunt, you will have to get through this all by yourself!



Applications

# Chapter 9 Staff



*Tip:*

*Planes with insufficient personnel are highlighted with red in the notebook.*

As soon as you employ a pilot or flight attendant they will be assigned to a plane that is not yet fully staffed. In the notebook, you can check directly whether you need any further personnel. If you have not yet purchased this very useful tool, you will have to go to your office first and look in the filofax. Or, if you have employed a personnel advisor, he will tell you how many more people you need, or how many employees have been employed above your actual needs.

## Managing Staff



*Tip:*

*Later on, if you wish to sell planes, you should always check your number of personnel.*

At Mr. Hagedorn's you can manage your airline's staff. He is very meticulous and you can rely on him completely.

You can also order Mr. Hagedorn to raise or lower the salary of all employees by 10%. A higher salary will of course motivate your employees (and cost you lots of money); however, you should be more careful when lowering the salaries. If your profits are too high and you lower the salaries the same time, then your employees will not find this acceptable.

You can raise or lower the salary of individual employees or fire them using the different files within the mysterious personnel folders. Moreover, you can transfer pilots to different planes.

What would an airline be without any planes? You can answer this for yourself by removing the wheels from your car (all four of them!) and ask yourself: "What is my car without any wheels?" We found this out for ourselves and, consequently, we built planes into Airline Tycoon. Since then, we have put the wheels back on!

If you play the free game or one of the missions, your airline owns two planes at the beginning. These are not in the best working order and are not very up-to-date, but they will help you to get into business.

You can purchase cheap second-hand planes in the museum or you can get the latest models at the local plane dealer. Refer to The Airport chapter for more information on rooms and companies.

## Plane Management

You can manage your planes using either the filofax or the notebook. Refer to the section *Filofax/Notebook* for more information.

## Servicing Planes

Statistically, the plane is the safest mode of transport. One reason for this is that even the smallest mistake may have grave consequences, which is why airlines spend huge sums on servicing their planes.

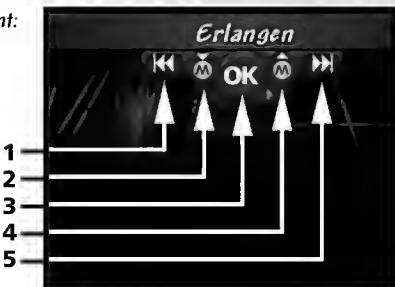
Small airlines will occasionally give in to the temptation to try and save money in the wrong places. Why buy new parts if second-hand ones will suffice? Why service planes weekly, if you can do it monthly? When you play Airline Tycoon you will know the answer to this soon enough!

You define how your planes are serviced in the local workshop at the right end of the airport. Refer to the *Workshop section* in the next *chapter* for more information.

# Chapter 10 Aeroplanes

## Equipping Planes

### Equipment:



New planes that you buy always have the standard equipment. This however is sometimes not enough for your desired image or a particular route, so you can individually equip all planes in Airline Tycoon.

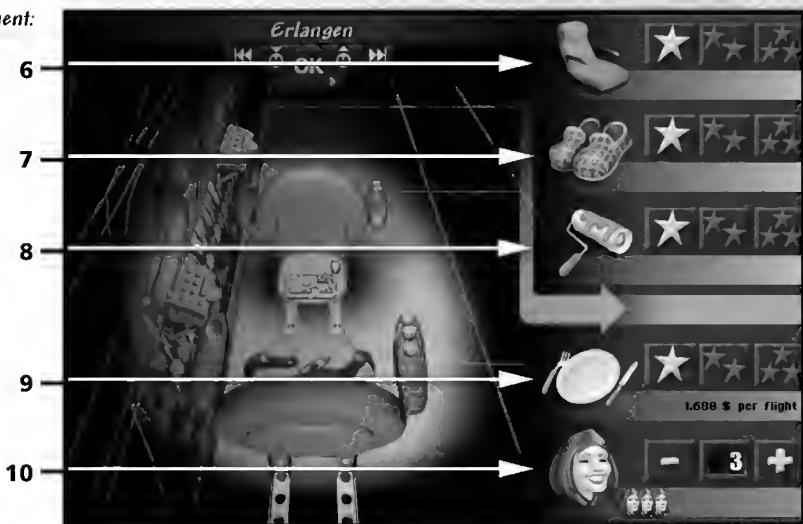
Simply click on the plane on the desk in your office to display the correct screen.

By clicking once on **1** and **5** you can look at the equipment for all the planes.

With **2** you can save the current settings and revoke it again later with **4**. This option is very useful if you want to equip several planes in the same way. Simply click **2** for the equipment to be saved, **1** and **5** to browse through the desired planes and **4** to use the original settings for the equipment.

Clicking on **3** will exit the screen and take you back to your office. You do not need to click **3** each time to save the current settings.

### Equipment:



On the right-hand side you will see the various possibilities for equipping your plane.

- 6 Seat Quality.** If your backside hurts after a flight, you know you have had the lowest quality! If you slept through the arrival, you were sitting in a 3-star luxury armchair.
- 7 The Luxury Equipment.** The 1-star model is about as luxurious as the cargo hold. With the 2-star model, at least your passengers can listen to music or the news (about air disasters)! With the top model, your passengers will be spoiled with television, champagne and all the creature comforts.
- 8 The Ambience.** At the lowest level, there is practically no ambience. Your passengers will suffer from an acute loss of orientation combined with steadily growing nausea. The 3-star version produces the most comfortable atmosphere. Your passengers will be very satisfied.
- 9 Choosing Food:** This option lets you change the quality and amount of food. In the lowest level, culinary delights will be served that fill you up with the tiniest amounts and which no one probably wants to eat at this time of the year. The middle level promises something like home cooking, and at the top level the passengers receive a menu from which they can choose their favourite dish.
- 10 Flight Attendants:** This option lets you determine how many additional flight attendants should accompany the flight. Remember to hire the additional staff, though.

The **6 to 8** equipment options will be paid for with a one-off flat fee. The **9** and **10** options, however, constantly incur more and more costs, and are therefore difficult to calculate.

The equipment quality is indicated with star ratings: 1 star being the lowest and 3 stars the best equipment. The current equipment will always be shown by yellow stars.

The modifications will be carried out in your contract workshop as soon as the plane lands at the next airport.

*Tip:*

*With good equipment, you can easily try and raise ticket prices. Luxury has to be paid for!*



# Chapter 10 Aeroplanes

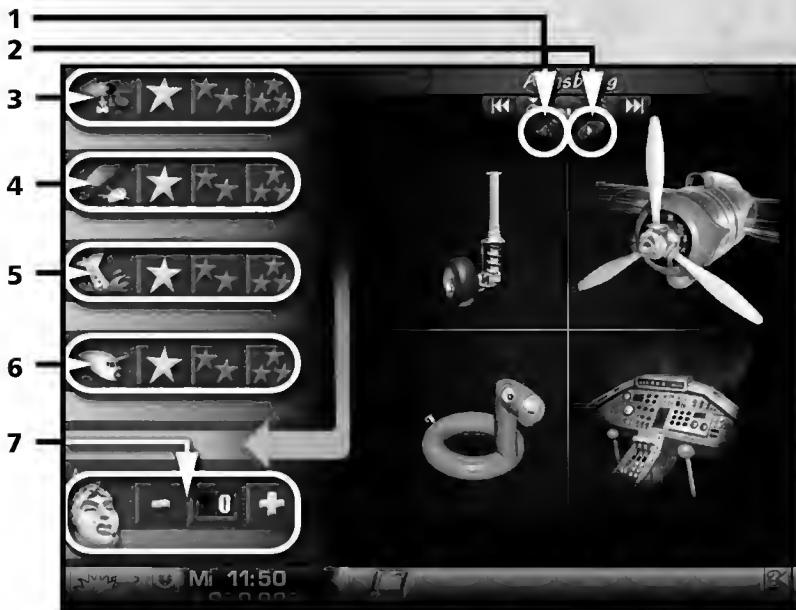
In **Airline Tycoon** you get the opportunity to modify your planes' technical equipment.

To call up the new options, first go into the "Equip Planes" option as described on page 36. There you can change the technical equipment by clicking on **1**. Clicking on **2** takes you back to the usual comfort equipment option.

Under **3** you can change the tyres on your plane. When doing so, make sure you pay attention to the season to ensure optimum safety.

Under **4** it is possible to choose between the different engines. Of course, efficient engines are very expensive although they are quieter and safer, which the passengers will thank you for.

Under **5**, the safety level can be changed. We all know from the radio and television that a poor level of safety is cheaper but not always conducive to a good company image.



## Aeroplanes Chapter 10

Under **6** you can choose between different cockpit variations. These differ, particularly in the technical equipment. Modern equipment should have a very calming effect on your passengers...

Last but not least, under **7**, you can select the size of the cleaning team. Naturally, this also contributes to safety - or have you never slipped on a banana skin?

# Chapter 11 The Airport

In Airline Tycoon, the home airport is of central importance. Your offices (and those of your competitors) are based there. All companies and businesses that are important to you are located there, and you can move around freely and spy on passengers and your opponents.

## Airport Expansion 1

If business is going well, the time will come where there are too few gates. You then need to apply to the airport manager, Mr Uhrig, for expansions. Obviously, he will not expand the airport for free but will send you a hefty bill.

You will find a statistical evaluation of your gates in the filofax and the notebook. You should keep a careful eye on these at all times so that no bottlenecks occur that you do not know about.

## Office 2

Your personal office, like all administrative rooms, is located on the top floor of the airport. You will recognise your own office from the company plaque next to the door and the light above it bearing your individual company colour. Who wants to step into the competition's office by mistake?!

You will find a detailed description of your base in the section "*The First Game*".

## Personnel Office 3

You will find the personnel office just as easily as your own office. The logo of your airline hangs directly next to the door, and above is the light in the company colours. It is always located directly next to your office.

You cannot drink coffee or watch television in the personnel office. You guessed it - here you can manage your staff. Find out how this works in the *Personnel* section.

## Telescope 4

With the telescope in the upper left of the airport, you can see how you stand overall against your three opponents. The view can be different for every mission.

The cost of using the telescope is automatically debited to your account.



## Plane Dealer 5

The Makel & Sons plane Dealers is a strange shop! You just need to glimpse the entrance or the furnishings! Mr. Makel actually had to obtain a special permit to install the unusual entry door.

But appearances are deceptive: Makel & Sons were very trustworthy business partners in the past and always met your orders. Naturally, the service has its price. To begin with, perhaps you should take a look in the museum...

To buy planes, you need to have enough funds in your account. From bitter experience, Mr. Makel does not offer credit - and certainly not to a small, still insignificant airline.

By the way, you will find the plane Dealer on the upper floor quite far out on the right. You really cannot miss the shop...

## Duty Free Shop 6

The duty free shop is located in the lower level somewhere in the middle of the airport. Fortunately, it is right next to the bank so that passengers can withdraw the necessary money if they wish to buy anything.

In the duty free shop you can buy some very useful things at more or less good prices that you should certainly take advantage of. Because your rivals also shop there, it can sometimes happen that not all goods are immediately available. In this case, you should simply come back later.

Even at first glance, the notebook is extremely interesting and useful. When you finally have it, you will never be able to do without it again. You should watch the other items too, though - nothing useless is sold. Maybe you want to give someone a present? You can always use good friends!

## Bank 7

The bank is at the centre of the lower level, between Petrol Air and the duty free shop. It looks after both private and business clients. It can manage your credit limit (for as long as you can still get credit) and deal with your shares.



# Chapter 11 The Airport



Mrs Pulver, the nice lady in the bank, is responsible for your account and the credit limit. Consult her when you need a loan or when you are in the lucky position to be able to pay back an existing loan.

Mr Smith, the branch manager, on the other hand is responsible for the share trade. Tell him what you want and he will be only too pleased to help you. On your orders he will gladly buy and sell shares, issue shares in your company (you can determine how many shares you want to issue in your company yourself) or exercise your shareholders' rights.

## Tip:

*Think about the financial advisor. He helps you to get good conditions*

You can only exercise shareholders' rights when you hold at least 50% of the shares in another airline and this airline itself holds less than 30% of your shares. By exercising your shareholders' rights you can liquidate another airline or take it over. In either case it is one competitor less to worry about.

## Current Share Prices

In the bank, you can also find out about the current share prices of all the airlines at any time. For this purpose, you will find four boards on the back wall with the current share prices. When the cursor is positioned over one of the boards, you will get a detailed evaluation of the respective airline.

## Petrol Air Counter 1

## Tip:

*A kerosene advisor will always help you to make the right decision - or do you trust Petrol Air?*

Petrol Air is actually an airline but, for understandable reasons, the firm also deals with kerosene and storage tanks.

According to our information, Petrol Air also offers other services occasionally. It happens in such a way, though, that not everyone can demand these. If you want to take advantage of such services, you could try establishing good business relations with the firm, or offer it a present. Whatever you do, be sure to let us know if you get any further details!

## Storage Tanks

## Hint:

*As soon as the storage tank is empty, your planes will be refuelled again at the market price!*

Kerosene prices on the global market continually fluctuate. In order to benefit from the lowest prices, you have the opportunity to buy kerosene at rock bottom prices and store it in a storage tank. In your office, you can then determine whether your planes should be refuelled from the tank or directly at the current market price, depending on what is currently more favourable. For this, simply click on the picture on the wall in your office.



## Workshop 2

The workshop is located on the right hand side of the airport. There, you can determine how your planes are maintained. As soon as you ask the young mechanic in the workshop, Jack, you have the following possibilities to choose from:

### Change Average Maintenance

Talk to Jack about your planes to define the average maintenance. He will offer you various maintenance contracts which, of course, also vary a lot in terms of cost. You should not always go for the cheapest.

This form of maintenance determines the regular maintenance of your planes. If this is bad, the state of your planes will quickly deteriorate and you can get used to a long list of breakdowns and unsatisfied clients.

### Previous Maintenance Costs

Simply ask Jack about costs. He will show you a list of the total costs incurred. You should not let high costs put you off continuing to transport your clients with safe planes, however. Advertising costs for a good image with too many breakdowns are not exactly cheap either!

### Improve State

In time, even well-maintained planes will wear out (although obviously this takes longer than for badly maintained planes), and you need to undergo a large service to raise the overall state of repair back up to 100%.

Say to Jack, "Please repair the following planes..." and enter the desired target state for each machine. 100% here means that the machine is in the best possible state of repair. Your workshop will try to improve the state of the relevant machines in the next few days, without any interruption to air traffic occurring.

To set all planes to the last value entered, simply click on "All Planes" in the bottom right.

*Tip:*  
Remember that the workshop employs the same team that undertakes ground maintenance. For a general overhaul, you would do better to hire engineers!



# Chapter 11 The Airport

## Breakdown Statistics

Ask Jack about your breakdown statistics to see a detailed log file of all breakdowns for each of your planes. As the contract workshop of your choice, Jack is naturally best informed about all breakdowns.

As soon as you see the list, you can click on individual entries to display more detailed information.

## AirTravel<sup>1</sup> and Last Minute Counters<sup>2</sup>

At both of these counters on the lower floor of the airport, you get new orders for your airline. The orders obtained at the Last Minute Counter are to be carried out mainly in the short term but are therefore more lucrative.

Of course, you need to watch out that your rivals do not take all the best orders otherwise you will have to take what is left, and that is not always the best!

You will find a more detailed description of these two counters in the *"The First Game"* chapter.

## Museum<sup>3</sup>

The museum is located right on the far left of the airport. As its name will have warned you, there are only old things to marvel at there.

Mr. Schlauberger, the museum supervisor, developed a sideline years ago, however, to improve his miserly income. He restores old planes and offers them for sale. In the meantime, there is a flourishing trade for used planes in the museum.

Whether Mr. Schlauberger still needs to trade in planes, we do not know, but you should not let the opportunity pass you by, and at least risk a glance at the used planes. Maybe the right one for you is there. On the other hand, at the beginning, you probably will not have any choice but to buy used planes. That said, you should not tell Mr. Schlauberger that, otherwise he might raise the prices!

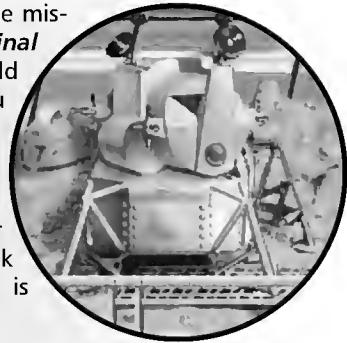


# The Airport Chapter 11

## NASA Shop<sup>4</sup>

You will only find this futuristic-looking shop in the missions "*The Final Frontier*". and "*Beyond the Final Frontier*". In these missions, you will have to build complex machines with the help of the NASA. You can get all the necessary components in the NASA shop.

For safety, the construction will take place on an island far from the airport. You can look at the four islands, one for each airline, when you take a peek through the *telescope*. Remember: the one that is ready first wins the mission!



## Rick's Café<sup>5</sup>

After a stressful day, you should treat yourself to a cup of coffee. A completely overworked manager does not do anything for your airline. Furthermore, despite all the work that needs doing, you should not lose contact with people who can tell you many interesting things.

## Newspaper Stand<sup>6</sup>

Unfortunately, the newspaper stand owner is not to be persuaded to deliver magazines to your office, so you have to go to the newspaper stand yourself. But a little exercise will not do you any harm, ask your fitness trainer.

You cannot miss out on the latest information. As a manager, you should always be well informed. What is the saying? - Knowledge is power: he who knows nothing does nothing.

To read the various magazines, simply move the cursor over them. You do not have to pay anything, but you must not get caught or it will cost you dearly.

## Advertising Agency<sup>7</sup>

A well-known saying from the advertising field is: "He who does not advertise, dies". And so it is. How can passengers decide on your airline when they know nothing about it? You will never survive on charter flights alone.



# Chapter 11 The Airport

You have no other choice. You need to invest in advertising if you want to be successful in the long term. Go to the advertising agency interAd on the upper level and talk to a real expert.

In the agency, they will tell you the state of your airline's image. By means of various costly advertising campaigns, it is then possible for you to continuously improve your image.

A word of caution, though: advertising alone is worth nothing if you only offer flights that break down and poor service. Everything should be true wherever possible, so that the advertising has the best possible effect. After all, you do not want to throw good money after bad, do you?

## Safe & Secure Limited 1

The airport is growing. And since some far-from peaceable lowlives are getting up to no good on the once so peaceable grounds in the meantime, Safe & Secure Ltd have moved in. The entrance is secret though. If you find it, say hello nicely and just speak to it. Mr Fightworthy, S&S Ltd's security officer, just loves telling people about his work.

Tip:

*There's a rumour that the entrance is hidden somewhere in this area*



From this fortress of security Mr Fightworthy continually checks that the airport is running smoothly and according to the rules.

Using his monitors he surveys even the most out of the way areas of the airport.

The scope of the security services the firm offers is enormous. From laptop surveillance to each individual aircraft in the fleet, Safe & Secure Ltd is always ready. But to enjoy this level of service, you have to pay through the nose. Because security comes at a price. Think carefully about whether you want to save in this particular area. You don't even want to think about how much an image campaign would cost.



## HiTech Designer-Shop 2

Just recently the HiTech Designs company opened a branch in the airport. Mr Balderdash constructs and builds aircraft according to your wishes and ideas. His best tool for this is the "Aircraft Constructor" (operating instructions can be found in chapter 12-Aircraft Constructor). You will find his office on the upper level directly above the luggage conveyor belt.

He's not too bothered how the aircraft end up looking- after all you pay him before the aircraft is delivered. And he does give you decent assurances of their reliability, even for the most fantastic constructions

But who knows? Maybe it's precisely the craziest aircraft which will be successful. After all, a lot of people are keen on weird and original ideas. But perhaps these people will only get to enjoy the flight once.



# Chapter 11 The Airport

## Tip.

Branches are also good for your image!

## Thoughts are Free

In Airline Tycoon, you can easily find out what the passengers and your competitors really think. All you have to do is bring the cursor close to the desired character and immediately a telltale thought bubble will appear.

### You will see the following thought for other player characters - i.e. your competitors



This player likes you very much. If this player happens to be of the opposite sex, there could be something more behind this but that is for you to find out.



This player likes you although he does not jump for joy whenever he sees you.



This player is indifferent towards you. This should make you suspicious because competitors rarely feel nothing for one another.



You should do something to improve relations with this player. He does not like you one little bit. Perhaps you should phone him for a little chat more often?



Your opponent downright detests you. We would not want to be in your shoes. The best thing to do is to turn your computer off straight away. Nevertheless, you can still continue reading this manual.

### You will see the following thought bubbles for the passengers



This passenger is just collecting his ticket.



This passenger is about to board a plane. Now it is merely a matter of waiting.



This passenger is somewhat angry because he has missed his plane. You should try and find out why this happened.



The plane that this passenger flew with last time should be repaired urgently.

## The Airport Chapter 11



This passenger is very unsatisfied with the staff. (And he is thinking of changing to another airline!)



This passenger cannot complain about the staff (but if he had a reason to, he would!)



This passenger was very happy with his flight.



This passenger would fly again with the same airline any time, no question. He will heartily recommend the airline.



(Red) The flight was too expensive for this passenger. Either the quality offered was poor or the flight price was simply excessive.



This passenger has an urge for something sweet and is rushing to the duty free shop.



And this passenger is thirsty. He possibly is an alcoholic.



This passenger is going to the bank.



This passenger is going to the travel agents. He dreams of a wonderful holiday but he cannot decide: holiday or play Airline Tycoon?



This passenger is on his way home.



This passenger is enquiring about the arrival time of his flight.



This passenger is just going to the museum.



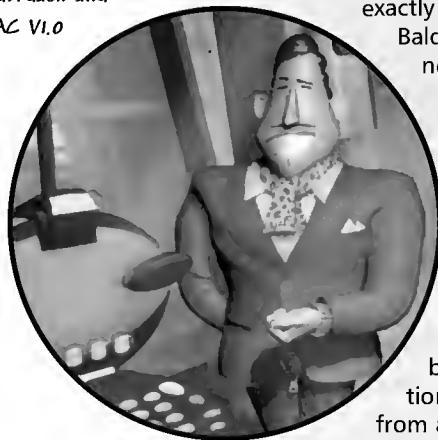
Under no circumstances should you stop a passenger with this thought bubble. He has an urgent need to take care of!

# Chapter 12 Aircraft Constructor

## Tip.

But the abilities of even a Mr Schlauberger has his limits. And these arise when you want an aircraft which corresponds exactly with your wishes and ideas. Luckily Mr Balderdash has moved with the times and opened another branch of his chain of design offices in the airport. In his aircraft designer shop, using "Aircraft Constructor" he accommodates the weirder customer requests as well.

Mr Balderdash has structured the operation of "Aircraft Constructor" according to the latest discoveries from a whole array of usability studies. So that your design is produced in as automated a way as possible, "Aircraft Constructor" offers you a selection of standard parts, which you can choose from and position as you like.

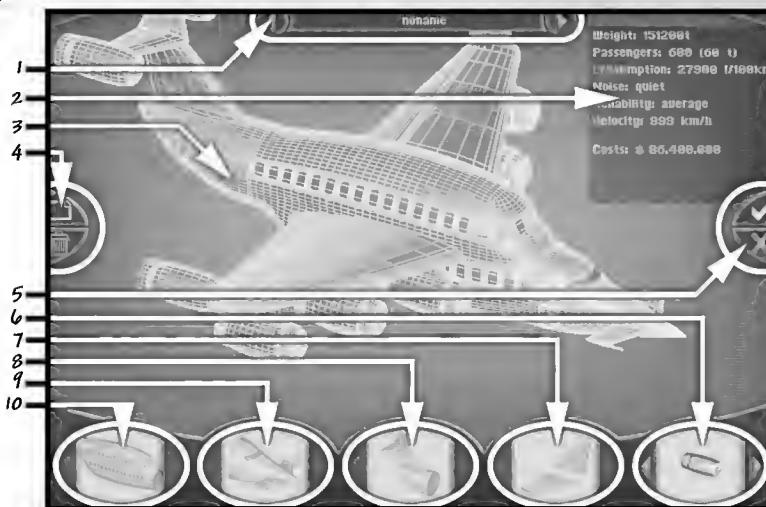


Mr Balderdash and the AC VI.0

*The Aircraft Constructor:  
Your first step into the  
world of aircraft design.*

## Guide to functions

In the bar on the lower edge of the screen select the individual aircraft parts by clicking on the mouse, and drag them onto the blue digital drawing-board in the middle of the display. You can compare the separate parts with the arrow key before you position them.



**Fuselage(10):** The be-all and end-all of every aircraft. The number of available seats, as well as weight, reliability and noise generation of the construction depend to quite a large extent on the size and shape.

**Wings(7):** Absolutely vital for the basic handling characteristics, like for example banking. From the Hippe Delta wings to the classical, straight constructions for propeller-driven planes, you will find everything here.

**Tail unit(8):** The parts in this group are necessary for any aircraft for aesthetic reasons alone. Quite apart from the fact that form also influences fuel consumption and noise generation, and prevents the passengers from falling out of the rear of the air-craft it also has massive influence over your planes flight performance.

**Nose(9):** Heart and command centre of the aircraft. There goes nothing without a cockpit of some kind!

**Engines (6):** Gliders are quiet, save gas and can also fly at night. They do have limited reach though, and taking off requires a terrific effort. For example, a cliff to push them off. But since no airport offers these take-off conditions, each 'bird' worth its salt has decent engines. Whether you use modern jet propulsion or old fashioned propellers depends on you. As well as on the weight of the aircraft (do you know of any single-engine large capacity aircraft?) and on how much noise you want to ask the passengers to put up with.

**End Programme (5):** Use these two control buttons to end "Aircraft Constructor." The green tick confirms the design and transmits it to Mr Balderdash, who immediately puts it on his supply list. The red cross ends the programme without transmitting the data.

**Construction Name (1):** An aircraft without a name? Unthinkable! Luckily this field allows you to christen the aircraft. Just think of it as the champagne bottle shattering elegantly against the nose of the aircraft. There are no limits to your imagination in thinking up a name. But bear in mind that 1) 'Lead Duck #1' is not going to inspire confidence for the passengers. 2) Choose a name you'll be able to find again easily in Mr Balderdash's catalogue.

**Functions (4):** A click on the folder will open a virgin drawing board, which you can use to get your ideas "down on paper." You should use the recycling bin if you want to remove a design completely.

*Tip:  
A quiet aircraft will of course impact on passenger satisfaction and hence your image!*

# Chapter 12 Aircraft Constructor

**Technical Data (2):** The data entered depends on the choice and number of aircraft parts you are including in your design. This gives you an overview of your 'bird's' features already during the construction stage.

**Weight:** How much does your 'bird' weigh? This mainly depends on the number and thrust of the engines needed.

**Passengers:** Shows the maximum number of passengers the aircraft can handle.

**Tip:**

The technical data contains all the information of your yet-to-be plane.

Weight: 151200t  
Passengers: 600 (60 t)  
Consumption: 27000 l/100km  
Noise: quiet  
Reliability: average  
Velocity: 999 km/h  
Costs: \$ 86.488.000

**Noise/insulation:** Why do you think house prices long the flight paths of major airports are so low? That's right! Aircraft produce noise. For the benefit of the real estate agents and residents of these extremely noise-polluted areas, you should keep an eye on the amount of noise your plane generates. In addition you will spare your passengers hearing damage, which would occur without a doubt in a loud aircraft.

**Fuel consumption:** Depending on weight and engine model, here you will find out how high your gas consumption is.

**Reliability:** A not insignificant factor for calculating the repair costs for your new 'bird.' The level of reliability also determines whether the airline passengers reach their destinations safe and sound, or whether they will have to test out the stewardess' safety instructions on the way.

**Velocity:** Who would have thought it: this figure indicates how fast your construction will fly.

**Costs:** This factor will probably still interest you the most. How much is this utterly awesome, ultra-cool aircraft going to cost. That much? Oh, then you'd better have the other fuselage after all.

**Warning indicators:** "Aircraft Constructor" warns you about construction errors; for example if the engines selected are not capable of moving the aircraft forward.

**Digital Drawing Board(3):** In this window you can watch your construction slowly take shape.

Is your construction finished? Great. Then save it and go talk to Mr Balderdash. Because your construction will now also appear in his supply list.

## *The Internet*

---

The final frontier ... well sort of.

Mr Balderdash offers yet another service- and it's totally free (Please note connection charges could be incurred from your Internet provider).

On his Internet exchange you can publish, rate and download aircraft designs. You'll find this service at <http://www.spellbound.de>. You can get more detailed information about the Internet functions of Airline Tycoon Evolution in Chapter 15 -The Network Game

# Chapter 13 Status Bar

During the game you will find the status bar at the bottom edge of the screen.



On the left-hand side of the status bar, you will always see the logo for your airline. If you click on it with the mouse, the statistics screen will open. The statistics screen is described in more detail in the next chapter.

## *Tip.*

*This also applies in conjunction with the clock symbol.*

*symbol.*

Directly next to the logo is a clock symbol and a dollar sign. If you click once on the clock, time is speeded up, and if you right-click on it, it will be slowed down again. This also works with the + and - keys.

You can also click on the date and time displays to the right. Simply hold the mouse button down to accelerate the time as much as is required.

As soon as you click on the dollar sign or your balance next to it, you will receive in return a detailed bank statement showing the latest transactions.

On the right-hand side of the status bar, there are two symbols. Clicking once on the bottom symbol takes you to the main menu. With the button above, the latest info text is displayed again.

## *Items*

On the right half of the status bar you will see six empty fields to begin with. As soon as you buy something or find something in the rooms, these fields will be occupied by the symbols for the items.

Some items, such as the notebook or the mobile phone, can be used anytime by simply clicking on the corresponding symbol. Other items are at suitable only for giving away as presents.

You can carry a maximum of six items at any one time. Items that are no longer needed can easily be put aside by right-clicking with the mouse.

# Statistics Chapter 13

In Airline Tycoon, we have tried wherever possible to get by with only a few columns of figures. Unfortunately, it does not work with none at all. As compensation, you will get lots of information about your airline, whether you are on your way to the top or about to go bankrupt.

You will also get informative statistics on your competitors that you can compare directly with those of your own airline.



Statistics

2. Day

Receipts

	0 \$	0 \$	0 \$	0 \$
Routes	0 \$	0 \$	0 \$	0 \$
Orders	528.778 \$	0 \$	556.200 \$	574.538 \$
Miscellaneous	44 \$	41 \$	50 \$	50 \$
Total	528.814 \$	41 \$	556.250 \$	574.588 \$

Expenditure

	-21.898 \$	-42.832 \$	-42.532 \$	-37.547 \$
Rent	-21.898 \$	-42.832 \$	-42.532 \$	-37.547 \$
Salaries	-78.875 \$	-82.628 \$	-94.828 \$	-99.828 \$
Kerosene	-286.568 \$	0 \$	-237.280 \$	-282.865 \$
Maintainance	-3.278 \$	-3.200 \$	-3.278 \$	-3.200 \$
Penalties	0 \$	-52.500 \$	0 \$	0 \$
Miscellaneous	-20.000 \$	-20.000 \$	-20.000 \$	-20.000 \$
Total	-464.543 \$	-281.152 \$	-397.830 \$	-362.728 \$

Result

	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
0	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
1	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
2	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
3	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
4	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
5	124.271 \$	-281.111 \$	159.229 \$	211.868 \$
6	124.271 \$	-281.111 \$	159.229 \$	211.868 \$

1 2 3 4 5 6

At **2**, you will see the number of days spent in the current game. Below that, at **3**, you will see a description of the values that are displayed to the right for all four players. The values are put into categories - in our example, the Income group. Total Income then shows the sum total of all values in the Income group. You can influence which values are used for the Total Income yourself. As soon as you click  on a description - for example, Routes - the red tick appears and disappears. Thus, the items marked with a red tick will be added.

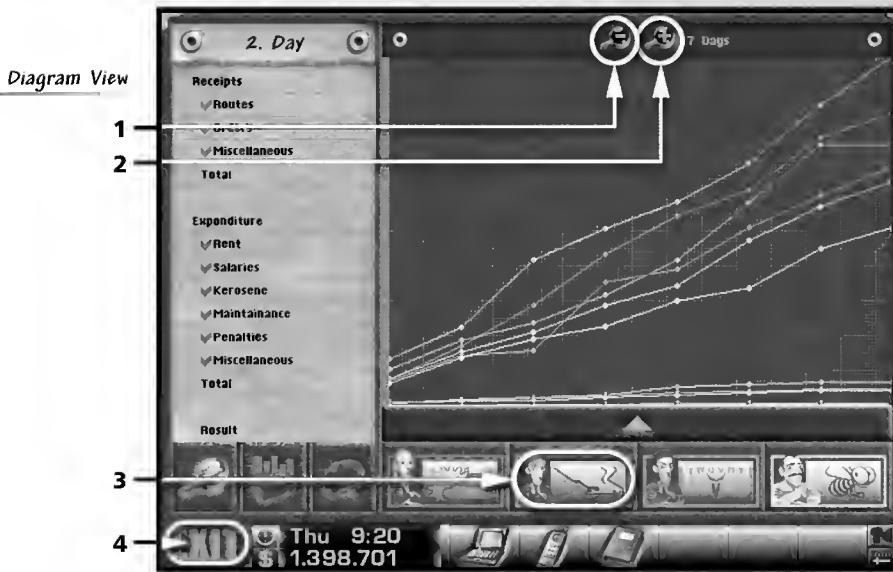
With **4 5 6**, you can switch between views of different values and, with **1**, change to the diagram view.

## Tip:

You can also click on a group description. Just try it...

You could also try the shift key.

## The Diagram View



In this view, the values are represented as line graphs. Using button **3**, you then have the option of cutting out any players you like.

**Hint:**

*Months always have 30 days in Airline Tycoon regardless of what your personal calendar says!*

The diagram view has the distinct advantage of letting you see not only the current values but also time periods. You can change the scale with the **1** and **2** buttons. The smallest period is 7 days (you will then see the values for the last seven rounds of the current game), then 14 days followed by 1, 3, 6 and 12 months.

Button **4** (or a right mouse click) will bring you back to the actual game.

# Playing on a Network Chapter 15

With Airline Tycoon's network capabilities it is possible to play simultaneously with up to four computers linked on a network.

For this, any kind of network connection can be used that supports Windows. We recommend a direct TCP/IP or IPX connection (in this order), as these network protocols provide the best conditions.

The network game offers many new variations. In addition to the normal course of the game, it is possible to chat (this means, sending small messages), play in a special sabotage mode, transfer money to another player and much more.

This chapter will firstly describe how to start a network game and then the various possibilities that a network game offers.

*Tip:*

*Refer to your Windows documentation on how to install network protocols.*

## Starting a Network Game (Game Master)

A network game is always made up of a so-called server (game Master) and one or more clients (the participants). Firstly, the game leader (server) must start a new game, the participants (clients) can then take part in this game.

First, the game leader should run Airline Tycoon and select the "Network Game" option from the main menu. In the following dialog, the game leader must choose a protocol.

After selecting a particular protocol (serial connection, modem, TPC/IP), an input screen appears requiring you to enter certain necessary parameters. For example,

with a modem connection, you need to enter a telephone number. If you select TCP/IP, you can simply click OK to use the specified IP address.

*Hint:*

*All players must use the same protocol otherwise, they cannot take part in the same game!*



## Chapter 15 Playing on a Network

In the upper half of the next screen, you will see a list of available sessions (games). Because you are the game leader, this must state "No Sessions". You then have the opportunity to begin a new game by clicking on the "Begin New Game..." entry. With the entry "Start New Session from Saved Games", you can continue with a previously saved network game.



Click on the entry "Start New Session..." to access the next screen. In this one, you can give your game a name by typing over the existing text "New Session". In addition, you can choose whether or not cheat codes can be used in this network game. If you select this option, each player can use cheat codes (as long as they know them, but you would not want to be unfair now - or would you?).

In the next dialog, as in the normal game, you can pick an airline and enter a new player name. Choose your player name wisely - your fellow players have to live with it...

In this screen, you need to wait until all the other players (there must be at least one) have chosen a character. You will then see that the corresponding airline logos will appear as if by magic. After a few seconds have elapsed any player making an entry, you can begin the game by clicking on "Continue". The match begins...

### Taking Part in a Network Game (Players)

If you wish to take part in a network game started by the game leader, do the following. Once the game has begun, select the "Network Game" option from the main menu. In the subsequent dialog, you need to choose the protocol. For choosing the correct protocol, please read the previous section.

After choosing the protocol, you will come to the session screen. Providing you are using the correct protocol and the game leader has already started a game, you will see one or more game names in the upper part of the screen. Choose one of these entries to take part in that game.

In the next screen you can choose your airline and a player name (almost) as usual. However, you cannot pick an airline that has already been chosen by another player.

As soon as all players have selected their airlines, the game leader can start the network game...



## Loading and Saving Network Games

Network games can be saved as usual. However, if any player activates the Save option, the game will be saved on all the computers taking part in that game.

To load a game, follow the previously described procedure for "Start a Network Game" and "Take Part in a Network Game". The difference is that the game leader and the other players must choose the "Start New Session from Saved Games" option in the "Sessions" dialog in order to load an existing game.

## Chat Mode

In network mode, the players can take part in so-called "Chat". Chatting means that one player enters text into a dialog box which one or more players can then read on their screens immediately. Of course, you can easily open your mouth and actually say something, but then you cannot irritate the other players quite so well! Apart from that, you should be playing and not holding conversations...



## Quick Chat

Simply press the "Return" Key to enter the chat mode. Choose the player you like to talk to by clicking his picture in the following screen. You may also exclude a particular Player by clicking his image. Then enter the desired text and click OK or press the return key. The text will soon appear on your opponent's screen.

# Chapter 15 Playing on a Network



## Tip.

*Money that has been transferred cannot be retrieved. You should therefore consider in advance whether the risk is really worth it...*

## Telephone Chat (transfer money)

To activate this mode, you need to telephone the desired chat partner in the game. Once he has accepted the telephone call, you can invite him for a chat on the telephone. Obviously, the player you call is perfectly entitled to refuse the chat.

The difference to quick chat is that you can only chat with one partner at any one time. However, the advantage of telephone chat lies in the fact that you can transfer money to another player. For that, you simply enter an amount and click on the Transfer Money option. In the blink of an eye, the money disappears from your account and is credited to your fellow player. Of course, you can only transfer as much money as you actually possess.



## Sabotage in Network Mode

Particular to the network mode, there are possibilities for sabotage that are not available in a single game. To activate these, you should find and collect as many items as possible.

We do not want to give too much away at this stage, other than to say: annoying your opponents makes for devilish good fun...

## Internet functions

### Aircraft Exchange

Airline Tycoon Evolution gives you the opportunity to exchange and rate your own constructions on the Internet through the official Airline Tycoon site. Of course, you will need a functioning Internet connection to be able to use this option. The service is free, though connection costs could be incurred. You will find the exchange at <http://www.spellbound.de> as well as instructions for exporting the aircraft from the game and importing new aircraft from the Internet.

### High Score List

OK, on your PC you may have the monopoly as airline tycoon, with no other tycoons around. But what about worldwide? Just enter your high score in our "World Rankings" list and see at a glance how well you have really mastered the game of airways and routes. You will find "World Rankings" at: <http://www.spellbound.de> . The instructions for how to enter your personal high score there can also be found on our website.



With the help of various options, Airline Tycoon can be customised to meet your requirements. To access the options screen, use the button  at the bottom right of the status bar.

In the very last line you will see the text "Version 1.78". This number will increase with an update so you will always know which version of Airline Tycoon you are playing.

All entries with three stops at the end lead to a new menu which is described below.

## Graphics...

In the graphics menu, you can switch graphics details on or off to suit Airline Tycoon optimally to the speed of your computer. If the airport seems very sluggish on your computer (slow scrolling, passengers move around very slowly), you should first switch off the Transparency, Planes and Scrolling options.

**Planes on/off:** With this you can switch planes off on the runway.

**Passengers:** Passengers in the airport will no longer be shown.

**Blending:** The blending effect when changing to another screen is turned off.

**Thoughts:** The thought bubbles for passengers and competitors will no longer be displayed.

# Chapter 16 Options

**Scrolling:** If this option is disabled, the airport will no longer move (scroll) but the views will change as soon as your player character stands on the edge.

**Transparency:** Certain graphics such as, for example, banisters or barriers will no longer be displayed transparently.

**Shadows:** The shadows of people will no longer be displayed.

## Sound...

**Midi Music:** With this option you can switch background music on and off.

**Random Music:** When the "Random Music" option is enabled, all the tracks will be played one after the other. The "Next Track" option lets you skip a track at any time. By clicking on this option you can choose various music styles.

**Next Track:** see previous option.

**Digi Sound:** With this option you can enable and disable the output of sound effects and speech.

**Ambience:** This enables you to alter the volume of the ambience in the airport.

**Announcements:** This option controls the volume of the loud-speaker announcements in the airport.

**Speech Output:** The volume of speech output in the rooms. As soon as the volume is set to 0, speech bubbles (dialogs) will automatically be shown.

**Effects:** The effect volume control.

**Planes:** With this the volume of the plane noise can be altered.

## Other...

**Assistant:** You can disable the help of your assistant once you think you can do without her.

**Advisor:** The advisor will no longer be shown and cannot therefore give you any more tips.

**Autosave:** If this option is enabled, the game will automatically be saved at 17.00 (game time).

**Fax:** This will stop fax announcements from being displayed.

**Real Names:** Airport abbreviations are internationally established and do not always correspond to what you would expect them to be. Thus, Rome is officially abbreviated as FCO. If you enable this option, abbreviations that are somewhat clearer will be used.

**Speech Bubbles:** Speech bubbles will be shown even if you have enabled speech output.

**Summary:** This option switches off the briefing screen shown before the morning conference in Mr Uhrig's office.

## **Load Game...**

In this menu you can reload a previously saved point in the game. For this, simply click on the entry.

Automatically saved games appear in the lowest entries and are named "Auto. Saved".

## **Save Game...**

You can save a game at any point by clicking on one of the 11 available slots, entering a name and then clicking OK at the bottom right. The saved games can be overwritten with new saved games.

The twelfth slot is reserved for the automatically saved game and is not visible here.

Regarding the following problem descriptions and suggested solutions, we do not want to put all the blame on faulty or badly installed drivers; however, experience has shown us that in most cases out of date or faulty drivers or incorrect configurations are the causes of program errors. We therefore want to eliminate the known possible sources of the error first.

# Chapter 17 Troubleshooting

The most frequent problems in DirectX games are caused by sound and graphics card drivers. If these are out of date or faulty, the program will usually end without warning, and you will find yourself back at the Windows desktop. *These errors usually occur sporadically and cannot be easily explained.* In this case, always obtain the latest drivers from the manufacturers of your sound and graphics cards first. You can usually find out on the Internet or by telephone from the manufacturer concerned where and how to obtain these.

Sometimes other programs that, at first glance, appear to have nothing to do with Airline Tycoon are involved in programme crashes. In the event of problems, we strongly recommend that you first close all programs before playing Airline Tycoon (this also goes for the Office start bar!).

In rare cases, faulty hardware or resource conflicts can also lead to errors.

Below, you will find an extract of the most frequent errors and a suggested solution. If all efforts fail to help, you should read the *Feedback Tool* section.

## **The screen stays dark when Airline Tycoon starts**

First of all, check that you have installed DirectX correctly. If in doubt, install DirectX again from scratch. *The DirectX installation program occasionally asks if it should replace certain drivers. You should confirm these questions, certainly on the second attempt. Otherwise, the drivers will not be replaced.*

Another possibility is to manually enable the desired screen resolution initially. Airline Tycoon uses a 640x480 resolution and high colour (16 Bit). For details of how to change the resolution, please refer to your Windows documentation.

## **Airline Tycoon crashes immediately when run**

Ensure that your hard disk (normally C:\) has adequate space available (20-30 Mb - however, this depends on the main memory) to store the temporary files. Therefore, the less main memory, the more hard disk space needs to be available.

Possibly, DirectX is incorrectly installed or not installed at all. Install DirectX again by going to the DirectX directory on the Airline Tycoon CD and running the file DXSETUP.EXE. *In either case, you should restart your computer afterwards.*

If you occasionally also have problems with other games, we recommend that you completely reinstall Windows. It is not sufficient, however, to overwrite the old version. You must first remove

the previous version and then reinstall Windows. Before doing this, you must always perform a data backup as otherwise, important files may be irretrievably lost.

## Airline Tycoon crashes during the game

If the crashes occur periodically, faulty drivers are probably the cause.

First of all, obtain the latest DirectX compatible drivers for your sound and graphics cards. You will usually find these on the Internet on the site for the relevant manufacturer of your graphics or sound card.

Close all programs running in the background before starting Airline Tycoon. This also applies to toolbars, such as the "Office Shortcut Bar". If you still experience periodic errors, you should switch off all sound effects as a test and attempt a test game. For how to turn off the digital sound, see the section *the configuration tool* below. If Airline Tycoon runs properly without sound effects, it is more than likely that you do not have the latest driver installed for your sound card. *Particularly for owners of an AWE 64, we strongly recommend that you install the latest driver (<http://www.creativelabs.com>).*

You can get the latest information and trouble-shooting sections on our web site <http://www.spellbound.de>

## I do not hear any music

For playing the background music, Airline Tycoon uses the Windows MIDI output. If you do not hear any background music, you should first check the volume settings in Airline Tycoon and your loudspeakers (refer to the *the configuration tool* section for more information). Next, you should check whether the Windows MIDI output is functioning normally under Windows. For this, simply double-click on a MIDI file, e.g. the file Swing.mid in the DATA\SOUND directory on the Airline Tycoon CD.

If you cannot play the file or you do not hear anything, your MIDI output is incorrectly configured and you should reinstall your sound card driver. Note: after installing the sound card, you need to rerun the DirectX installation.

## I do not hear any sound effects

First check whether the volume controls in Airline Tycoon are correctly set (refer to the *Options* section for more information). Remember to check your loudspeakers.

If the error continues, you should restart Windows. When Windows starts up you should hear a short jingle. If you cannot hear this, then you should reinstall your sound card. Note, after installing the sound card, you need to rerun the DirectX installation.

# Chapter 17 Troubleshooting

## **The mouse cursor does not move properly, is jerky or is not visible**

This may occur if you have installed an out of date or faulty graphics card driver. You should obtain the latest version from your dealer or the card manufacturer and install this. Do not forget that, afterwards, you will need to rerun the DirectX installation and restart Windows.

If this does not work, you can use the original Windows mouse cursor. Refer to the section on *the configuration tool* below for more information on how this works.

## **TECHNICAL SUPPORT**

If you encounter problems during the installation of, or whilst playing your game, please follow the directions below to obtain help:

### **Online help**

[www.montecristogames.com](http://www.montecristogames.com)

Go to the SUPPORT section where we have put together the principal problems encountered along with their solutions.

### **Direct help:**

If you would like to obtain help on a specific problem, you can contact us :

- by phone - +33 1 40 39 12 31 from 9am to 6pm, Monday to Friday.
- by email [support@montecristogames.com](mailto:support@montecristogames.com)

Before contacting technical support, please have ready the following:

*the configuration of your PC (RAM, MHz, Video and Sound Cards).*

*a detailed description of the problem (error message, at what moment the problem arrives).*

*a pen and paper in order to take any necessary notes.*

*an immediate access to your PC (support will be quicker and more efficient if you are guided through step by step).*

## Configuration tool

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Use the configuration tool to turn on or off game related elements like sound, voices or the windows mouse cursor. You'll start the tool when you click "start -> Airline Tycoon Evolution -> special options"

This tool allows you to simply identify and deal with possible sources of error and causes for system crashes. Please note that any new setting will be available only after you restart Airline Tycoon Evolution.

# Chapter 18 Credits

<b>Producers</b>	Armin Gessert Jean-Marc Haessig
<b>Design and Idea</b>	Thomas Holz Robert Kleinert
<b>Project Manager</b>	Andreas Speer
<b>Programming</b>	Thomas Holz
<b>Additional Programming</b>	Stéphane Becker Stephan Bergmann Armin Gessert Ulrich Mohr
<b>Graphics</b>	Jean-Marc Haessig Serge Mandon Fabrice Weiss
<b>Additional Graphics</b>	Marc Hasenbeck Bernd Seger Andras Kavalecz Izabelle Gadblet Fanny Buecher
<b>3D Sequences</b>	Jean-Marc Haessig Serge Mandon Eric Urocki
<b>Music and FX</b>	Michael Anarp Robert Kleinert
<b>Recording Studio</b>	TI:ME:CO:DE
<b>Voices</b>	Gerd Andresen Mathias Brüggemann Heike Buggentin Hubertus Gertzen Markus Hoffmann Simone Lehde Martin Magestro Susanne Skrobarczyk Andreas Szerda Ronald Spiess Patrick Linke Peter Hilton Fliegel
<b>Quality Assurance</b>	Stefan Bergmann Marcus Bourguet Sebastian Gingter

# Credits Chapter 18

Jochen Gessert  
Myriam Haessig  
Nick Klumpp  
Paul Klumpp  
Alexander Schäfer  
Jean-Michel Stenger

**Manual Text** Armin Gessert  
Mischa Strecker

**Manual and Packaging** Jean-Marc Haessig  
Mischa Strecker

## Monte Cristo

---

**Production:** Jean-Christophe Marquis  
Jean-Marc de Féty  
Pascal Héry  
Aymerick Despres

**Marketing & sales team:** James Rebours  
Claire de La Ruelle  
Virginie Dausse  
Stéphanie Grasset  
Julia Legner  
James Glover  
Alain André  
Jérôme Duffau  
Anna Herslow  
Matthew Edwards

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---

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Karsten "Chuck the plant" Lasaar  
Catherine Mastio  
Pierre Moog  
Herbert Peters  
Denis Roudot and his Team  
Manfred "Mahlzeit" Söll  
Susanne Wessely  
Stefan Wessely  
Markus Windelen  
Fanny Zullo  
Zobi die Fliege

You can get further information about Airline Tycoon on the homepage  
<http://www.spellbound.de>, or by email: [airline@spellbound.de](mailto:airline@spellbound.de).

# Appendix

## Plane Specifications

### **Airbus Industrie**

### **A 300**

Passengers:	375
Cargo (t):	37
Crew:	2
Service:	5
Speed (km/h):	875
Range (km):	8 000
Tank (l):	29 700
Consumption (l/h):	2 983

### **Airbus Industrie**

### **A 310**

Passengers:	250
Cargo (t):	25
Crew:	2
Service:	4
Speed (km/h):	900
Range (km):	7 350
Tank (l):	24 210
Consumption (l/h):	2 850

### **Airbus Industrie**

### **A 320**

Passengers:	149
Cargo (t):	14
Crew:	2
Service:	3
Speed (km/h):	853
Range (km):	3 717
Tank (l):	23 870
Consumption (l/h):	3 025

### **BAC AerospaceConcorde**

Passengers:	100
Cargo (t):	10
Crew:	3
Service:	2
Speed (km/h):	2 150
Range (km):	6 230
Tank (l):	119 500
Consumption (l/h):	25 629

### **Boeing**

### **767-300 ER**

Passengers:	290
Cargo (t):	29
Crew:	2
Service:	4
Speed (km/h):	1 012
Range (km):	9 940
Tank (l):	20 000
Consumption (l/h):	2 800

### **Boeing**

### **707-320C**

Passengers:	189
Cargo (t):	18
Crew:	3
Service:	4
Speed (km/h):	975
Range (km):	5 840
Tank (l):	92 250
Consumption (l/h):	15 345

### **Boeing**

### **720**

Passengers:	165
Cargo (t):	16
Crew:	3
Service:	3
Speed (km/h):	965
Range (km):	6 835
Tank (l):	79 925
Consumption (l/h):	11 000

### **Boeing**

### **727-200**

Passengers:	189
Cargo (t):	18
Crew:	3
Service:	3
Speed (km/h):	1 000
Range (km):	4 700
Tank (l):	25 000
Consumption (l/h):	15 000

# Appendix

## Boeing

### 737-400

Passengers:	168
Cargo (t):	16
Crew:	2
Service:	3
Speed (km/h):	815
Range (km):	3 870
Tank (l):	20 800
Consumption (l/h):	3 050

## Boeing

### 737-800

Passengers:	189
Cargo (t):	18
Crew:	2
Service:	3
Speed (km/h):	815
Range (km):	5 420
Tank (l):	26 020
Consumption (l/h):	3 050

## Boeing

### 747-100

Passengers:	370
Cargo (t):	37
Crew:	3
Service:	5
Speed (km/h):	917
Range (km):	7 163
Tank (l):	178 700
Consumption (l/h):	13 862

## Boeing

### 747-400

Passengers:	420
Cargo (t):	42
Crew:	3
Service:	5
Speed (km/h):	927
Range (km):	13 490
Tank (l):	216 840
Consumption (l/h):	12 788

## Boeing 747-400 Domestic

Passengers:	568
Cargo (t):	56
Crew:	2
Service:	6
Speed (km/h):	927
Range (km):	3 185
Tank (l):	204 350
Consumption (l/h):	12 788

## Boeing

### 757-300

Passengers:	240
Cargo (t):	24
Crew:	2
Service:	5
Speed (km/h):	890
Range (km):	6 455
Tank (l):	43 490
Consumption (l/h):	4 194

## Boeing

### 777-300

Passengers:	550
Cargo (t):	55
Crew:	2
Service:	6
Speed (km/h):	911
Range (km):	10 370
Tank (l):	171 170
Consumption (l/h):	8 290

## Grumman Engineering Corp.

### Gulfstream II

Passengers:	15
Cargo (t):	1
Crew:	2
Service:	1
Speed (km/h):	950
Range (km):	6 000
Tank (l):	12 000
Consumption (l/h):	1 800

## De Havilland Canada DHC 8 Dash 8

Passengers:	40
Cargo (t):	4
Crew:	2
Service:	1
Speed (km/h):	555
Range (km):	2 150
Tank (l):	7 000
Consumption (l/h):	1 800

## Ilyushin Soviet Union II 62

Passengers:	198
Cargo (t):	19
Crew:	3
Service:	3
Speed (km/h):	880
Range (km):	9 200
Tank (l):	110 000

# Appendix

Consumption (l/h): ..... 10 500

## **Ilyushin Soviet Union Il 86**

Passengers: ..... 380  
 Cargo (t): ..... 38  
 Crew: ..... 2  
 Service: ..... 5  
 Speed (km/h): ..... 950  
 Range (km): ..... 4 950  
 Tank (l): ..... 53 000  
 Consumption (l/h): ..... 9 800

## **LockheedL-1101 Tristar 500**

Passengers: ..... 300  
 Cargo (t): ..... 30  
 Crew: ..... 3  
 Service: ..... 4  
 Speed (km/h): ..... 800  
 Range (km): ..... 7 000  
 Tank (l): ..... 80 000  
 Consumption (l/h): ..... 9 100

## **Lockheed C5A Galaxy**

Passengers: ..... 345  
 Cargo (t): ..... 34  
 Crew: ..... 3  
 Service: ..... 5  
 Speed (km/h): ..... 919  
 Range (km): ..... 6 000  
 Tank (l): ..... 9 000  
 Consumption (l/h): ..... 14 000

## **McDonnell Douglas DC 8 Super 70**

Passengers: ..... 259  
 Cargo (t): ..... 25  
 Crew: ..... 3  
 Service: ..... 5  
 Speed (km/h): ..... 932  
 Range (km): ..... 12 600  
 Tank (l): ..... 115 000  
 Consumption (l/h): ..... 14 000

McDonnell Douglas ..... DC 10

Passengers: ..... 380  
 Cargo (t): ..... 38  
 Crew: ..... 3  
 Service: ..... 5  
 Speed (km/h): ..... 965  
 Range (km): ..... 9 252  
 Tank (l): ..... 138 730  
 Consumption (l/h): ..... 9 376

## **McDonnell Douglas MD 81**

Passengers: ..... 172  
 Cargo (t): ..... 17  
 Crew: ..... 2  
 Service: ..... 2  
 Speed (km/h): ..... 950  
 Range (km): ..... 2 900  
 Tank (l): ..... 10 000  
 Consumption (l/h): ..... 3 000

## **NxT Lvl Engineering Space Voyager 2000**

Passengers: ..... 90  
 Cargo (t): ..... 9  
 Crew: ..... 4  
 Service: ..... 4  
 Speed (km/h): ..... 5 000  
 Range (km): ..... 15 000  
 Tank (l): ..... 370 000  
 Consumption (l/h): ..... 125 000

## **Tupolev Tu 154 B**

Passengers: ..... 180  
 Cargo (t): ..... 18  
 Crew: ..... 2  
 Service: ..... 3  
 Speed (km/h): ..... 900  
 Range (km): ..... 3 000  
 Tank (l): ..... 32 500  
 Consumption (l/h): ..... 9 600

## Notes

## Notes